

Overview

There is a basic entity for each type of movement (land, sea, and air). Each entity type can be tweaked so that it is possible to simulate any kind of drivable machine.

The vehicle entity tool can be found in the **Rollup Bar > Entity > Vehicles**.

Having different types of vehicles makes levels more fun to play as they provide new ways of navigating terrain and allow the use of vehicle weapons game play.

Entity Properties2

Param	Description
AutoDisable	If set to false AI is never disabled, no matter how far it is from the player. Should be used for special cases like patrols coming from far away. Normally, this should be true (default value).
Behavior	Sets the starting behavior of the AI. The behavior "job_standidle" is the default one, and should be used most of the time, as designers can set certain actions for the AI using the flowgraph.
CircularPath	
FormationType	
groupid	
PathName	
triggerRadius	
AITerritoryAndWave	
Territory	
Wave	
Interest	
Action	
Interesting	
InterestLevel	
OverrideArchetype	
Pause	
Radius	
Shared	

Entity Properties

Param	Description
AutoGenAIHidePts	
BehaviorSelectionTree	
character	
commrange	
DamageOnFlipped	
DisableEngine	
followDistance	
Frozen	

FrozenModel	
HeavyObject	
HidesPLayer	
leaderName	
Modification	Sets vehicle to use a modification version, created in the vehicle script.
NavigationType	For use with Multi-layer Navigation
Paint	Sets vehicle to use a paint version, created in the vehicle script.
ProvideAICover	
SmartObjectClass	
SpawnedEntityName	
SpeciesHostility	
teamName	
Interest	
Action	
Interesting	
InterestLevel	
Pause	
Radius	
Shared	
vOffset	
Perception	
audioScale	<i>Deprecated</i>
camoScale	"How well others see me". Determines how visible the AI is. Scales visibility when other AI's are looking at this agent. For camouflaged agents this value should be less than 1. The more stealthy/camouflage this agent is, the smaller this value should be. 0.0 will make this AI invisible.
collisionReactionScale	<i>Deprecated</i>
FOVPrimary	Normal field of view of the AI.
FOVSecondary	Peripheral field of view of the AI.
heatScale	<i>Deprecated</i>
minAlarmLevel	<i>Deprecated</i>
persistence	This parameter controls how often targets can be switched. The value corresponds to minimum amount of time the agent will hold acquired target before selecting another one.
sightrange	How far away the AI can see enemies. Edge to edge radius around vehicle, measured in meters.
sightrangeVehicle	Same as sightrange but for targets of vehicle type.
stanceScale	Controls how the current height of the target affects visibility of the target. Height of target changes with stance change (prone/crouch/stand).
stuntReactionTimeOut	<i>Deprecated</i>
ThermalVision	<i>Deprecated</i>
velBase	Movement related parameter. Current visibility priority value of the target gets multiplied by (velBase + velScale CurrentVel ²). Allows creating AI agents that are able to see only moving targets, or only static targets, and all values in between.
velScale	Movement related parameter, see velBase.

classThreat (TargetTracks)	
targetLimit (TargetTracks)	
Respawn	
Abandon	Specifies if the vehicle should explode after a specified amount of time (used to avoid too many abandoned vehicles, which waste CPU resources).
AbandonTimer	Specifies in seconds when the abandon feature should be executed.
Respawn	Respawns another vehicle.
Timer	Specifies when the vehicle should be respawned.
Unique	Makes each vehicle entity unique.